ELECTRONIC ARTS®
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NHL® 95

NHLPA

EA SPORTS™

INSTRUCTION BOOKLET

SNS-ANHE-USA

ELECTRONIC ARTS®

SUPER NINTENDO ENTERTAINMENT SYSTEM

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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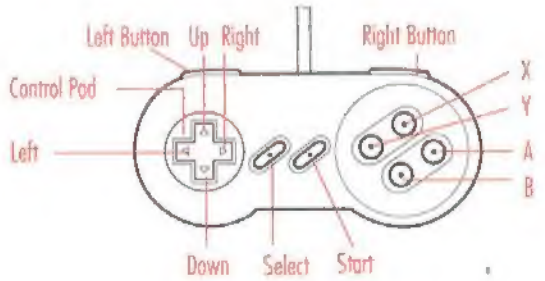
NEW FEATURES

The features below are new in NHL '95.

- 1993-94 NHL rosters and player ratings
- Season Play
- Practice Mode
- Player Creation
- League Leaders
- Player Trades
- Accumulated Team and Player Stats
- Battery Backup

NOTE! DO NOT PRESS RESET ON THE SUPER NES® WHILE THE GAME IS SAVING, OR WHILE AUTOPLAYING GAMES, EDITING LINES, TRADING, CREATING, SIGNING, OR RELEASING PLAYERS. IT MAY CAUSE ALL YOUR DATA TO BE ERASED.

CONTROLS



Super NES Controller

You control the player standing on the five-pointed star. Use the Control Pad to move your player.

FACE OFF

B-controls/passes puck
A-speed burst (body check)
Control Pad-controls direction of pass

OFFENSE

Y- clear puck/flip pass
B-passes puck/switches players
A-wrist shot (hold for slap shot) or surge without puck
Control Pad-controls direction of pass/shot and puck handler
SELECT - Change lines

MANUAL GOALIE CONTROL

Press X to get goalie control. Goalie Control is explained in detail on page 12.

WITH PUCK

Y-clear puck up ice
B-passes
Control Pad controls direction of pass and moves goalie

WITHOUT PUCK

Y+Control Pad-dives
A-attempt save
Control Pad controls movement of goalie

DEFENSE

Y-holds/hooks
B-poke check/trip/switch to closest player (hold B to switch to goalie during manual goalie control)
A+Control Pad-speed burst (body check)
Control Pad-controls skating direction

INSTANT REPLAY

Y-rewinds
X-(tap) freeze frame/(hold) slow motion
B-play/stop

LINE CHANGES

SELECT-line change/select line Y
B-select line B
A-select line A

ONE-TIMERS

B - pass to a teammate
A-activate receiving teammate and attempt a goal

SCOREBOARD MENU

- Press **START** to pause the game and bring up the Scoreboard menu.
- Control Pad **up/down** to scroll through options and data.
- Control Pad **left/right** to select categories.
- Press **B** to select items from the Scoreboard menu.
- Press **START** to return to the Scoreboard menu, press **START** again to return to the game.

DEMO MODE

Press Control Pad or any button (except START) to exit demo game.Press **START** to pause the game and bring up Scoreboard menu options.

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PLAYING NHL '95

STARTING THE GAME

1. Turn OFF the power switch on your Super Nintendo Entertainment System®.

   WARNING: Never try to insert or remove a Game Pak when the power is ON.

2. Make sure a Controller is plugged into Controller Socket 1 on the Super NES®.

   If you're playing against a friend, plug the other Controller into Controller Socket 2.

3. Insert the NHL '95 Game Pak into the slot on the Super NES. Press firmly to lock the Game Pak in place.

4. Turn ON the power switch.

   The EA SPORTS™ logo appears. If you don't see it, begin again at step 1.

Game Setup Screen

If you want to get into the game right away, go straight to the section below called **Playing for Real**.

But if you are starting ***NHL '95*** for the first time, you might want to watch an exhibition game.

1. Select EXHIBITION on the game setup screen.
2. Press Select to see the Controller Setup screen. Move all controller icons to the center CPU column. This instructs the computer to play all players.
3. Press START to see the Team Matchups screen.
4. Press **START**. Unless you change the settings, Vancouver plays the New York Rangers at Madison Square Garden in an exhibition game with three 10-minute periods, no penalties, no line changes. User record recording is off, and Goalie Control is set to Manual.

   To get out of Demo mode, press any button except **START**. The Game Setup screen reappears.

PLAYING FOR REAL

Options and Settings

Play Mode

Exhibition: Play a single game using the teams as they were at the end of the 1994 season. When you have chosen an Exhibition With Trades, you can play a single game using the teams altered by trades you have made.

Practice: Set up a practice session with up to two skaters (plus goalie) per side.

Season: Begin a new season. NOTE: This erases your previously saved season. Also, continue your saved season at the point you left off. NOTE: Only one season can be saved at a time.

Trades: Trade players between the two selected teams.

Free Agents: Assign currently available players to a team.

Release: Move players from rosters to the Free Agents list.

Make Player: Create a new player that is saved on the Free Agents list.

The Home team is on the right side at the top of the **Game Setup** screen, and the Visitor is on the left.

The Home team always wears the light-colored jerseys, and the Visitor wears dark colors.

The Home team faces up-screen in the first period and third periods, down-screen in the second period.

Period Length

Each game consists of three periods, and one or more overtime periods if necessary.
Set the period length at 5, 10, or 20 minutes.

An **Exhibition** game allows only one overtime period. The overtime period lasts for ten minutes, or until one team scores ("sudden death"). If neither team scores, the game ends in a tie.

Playoff games cannot end in a tie. Players will play as many sudden death overtime periods as necessary to establish a winner. The overtime periods last as long as the period length selected for that game or until one team scores.

Goalie Control

Manual: You can control your own goalie.
Automatic: The computer controls your goalie when he doesn't have the puck.

User Records

On: Saves your all-time records.
Off: Doesn't add to your all-time records.
NOTE: You must have User Records ON to log records. Only results of winning games are saved.

Penalties

On: The referees call all the penalties and infractions they see. (See Penalties and Infractions.)
No Off-sides: The referees call penalties and infractions, except off-sides.
Off: The game will not be interrupted by penalties or off-sides. ICING IS ALWAYS CALLED.

Line Changes

On: The player/players control their team's line changes (see Line Changes).
Automatic: Computer changes lines for both teams. Players do not tire.
Off: The players do not tire and stay in for the entire game.

Rosters

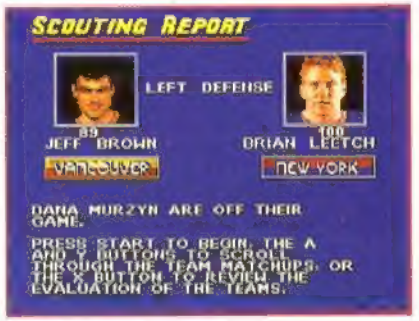
Default: Computer-chosen teams.
With Trades: User-updated teams (with created players, released player, signed players and trades).

TEAM AND PLAYER STRENGTHS

All the NHL teams are represented in ***NHL '95***.

Every player in the game has certain strengths and weaknesses, based on their real performance in the 1993/1994 season.

TEAM MATCHUPS SCREEN



Before the game begins, the Matchups screen appears. On this screen, opposing teams and starting players are compared. Team and player ratings range from 25 (bad) to 100 (excellent).

Player Ratings

At the Matchups screen, press **A** or **Y** to see player ratings of the two teams currently competing. Press START to go to the next screen.

The Scoreboard

The scoreboard lists all your game options. See page 18 for full descriptions of these options. Press START to begin playing.

THE FACE OFF

At the top left of the screen you see a close-up window of the two centers and the referee holding the puck in the air.

When a ref drops the puck, you can:

- Hold the Control Pad in the direction you want to pass, then press **B**
- Control Pad forward and press **A** to capture puck.

SKATING

OFFENSE (Your team controls puck): With controller 1, your puck carrier skates on a solid blue star with a dark blue outline. The computer's puck carrier skates on a solid blue star with no outline. If you're using controller 2, your outline is red.

DEFENSE (Other team controls puck): If you're using controller 1, your active player skates on a star outlined in blue. If you're using controller 2, your outline is red.

- Press **B** to activate player nearest to the puck.

- Control the direction of your player with the Control Pad.

PASSING

- Hold Control Pad in the direction you want to pass, press **B**.

If you do not hold the Control Pad, the player passes the puck in the direction he is facing. The best passing method is to press the **B** button, then press down on the Control Pad, then release the **B** button. The pass is launched when the Control Pad is pressed while the **B** button is down.

If the player you control is off-screen, an arrow points to the location of that player.

When playing in Two Player modes, the blue arrow indicates the Controller 1 player, the red arrow the Controller 2 player.

On medium to long range passes, press **B** immediately after you pass the puck to control the target player before the puck arrives to evade defenders and pick up the puck in the clear.

SCORING

One point is awarded per goal.

- To take a shot on goal, press **A** when you have the puck.
- Use the Control Pad to aim puck **left/right/up/down.**

There are two different shots: wrist shots and slapshots.

- Wrist Shot: Press and release **A** quickly.

  A wrist shot is slower but more accurate than a slap shot. Wrist shots are most effective when close to the goal.
- Slap Shot: Hold down **A**.

  A slap shot is harder, faster, but less accurate than a wrist shot.

The longer you hold down the **A** button, the harder the slap shot.

- Control Pad up to give shot height.

- Control Pad **down** to keep shot low.
- Control Pad **left** or **right** to shoot into the corner of the net.

GOALIE CONTROL

Goalie Control gives you control of the goalie even when he doesn't have control of the puck.

To activate Goalie Control:

1. At the Game Setup screen, Control Pad down to **Goalies.**
2. Control Pad **right** or **left** to set both Goalies on **Manual Control.**

To control a Goalie, hold the **X** button down until he has the control star under him, then:

- Control Pad any direction to move him and to aim a pass.
- **Y** dives
- **B** passes
- **A** saves

ABOUT ONE-TIMERS

A One-Timer is a maneuver between two teammates: Player A has the puck, passes to player B, who lets the puck ricochet off his stick in an attempt to score without taking control of the puck.

To attempt a one timer, press **B** to pass to a teammate, then as soon as the puck is free from the passer, press **A**. Again, the action is very quick.

When there are two users on one team, the pass receiver can press **A** to perform a one-timer.

MAKE PLAYERS

To create a player:

1. At the Game Setup screen, Control Pad **up/down** to highlight PLAY mode.
2. Control Pad **right/left** to select MAKE PLAYER and press **START.**
3. Choose a name for your player and press **START.** The Modify Ratings screen appears.
4. Select your player's attributes, then press **START.**
5. If you like, assign ratings from 25 (poor) to 100 (excellent) to your player.

FREE AGENTS

To sign a player:

1. At the Game Setup screen, Control Pad **up/down** to highlight PLAY mode.
2. Control Pad right/left to select FREE AGENT, choose the team, and press **START.**
3. Control Pad to highlight the player you want to sign and press **B** to select or deselect.
4. Press **START** to hire player.

RELEASE PLAYERS

To release a player:

1. At the Game Setup screen, Control Pad **up/down** to highlight PLAY mode.
2. Control Pad **right/left** to select RELEASE. Choose a team, and press **START.**
3. Control Pad to highlight the player you want to release and press **B** to select or deselect.
4. Press **START** to release player..

TRADE PLAYERS

To trade players:

1. At the Game Setup screen, Control Pad **up/down** to highlight PLAY mode.
2. Control Pad **right/left** to select TRADES.
3. Highlight the teams that will be trading and press **START.** The Trade Players screen appears.
4. Control Pad **up/down** and press **B** to select the player(s) from Team 1 that you wish to trade.
5. Press **Y** to switch to team 2.
6. Control Pad **up/down** and press **B** to select or deselect the player(s) you'd like to trade and press START. The players have been traded.

   Your trade must be ACCEPTED. It can be REJECTED if the trade is unfair.

PENALTIES

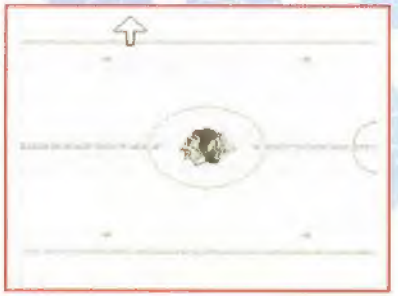
When the Penalties option is On, the referees call all the penalties they see.

Penalty Shots

Penalty shots are awarded when a penalty is committed on the breakaway man (puck carrier that initiates the breakaway). There is a ding sound when a breakaway has occurred.

One player is released from the penalty box when the opposing team scores on a Power Play.

INFRACTIONS



Number 09 has skated across the blue line with the puck when his

teammate was already in the attack zone.The puck must enter the attack zone before any player on the offensive team enters the attack zone, or off-sides will be called.

A referee window will pop up to warn you that you are about to have a man off-side.

The referees always catch the off-sides infraction (when you have it ON) and stop the action. The puck is faced off behind the blue line.

INJURIES

Sometimes a player takes a vicious hit and must leave the ice for a period or the whole game. He is automatically replaced by a player best suited to play his position.

LINE CHANGES

If you want to make line changes, set Line Changes to ON on the Game Setup screen.

Fatigue bars on the right side of the line-name show how fresh (or tired) that line is. The longer the bar, the fresher the line.

You can make line changes whenever action is stopped (end of period, penalty, goal, face off, etc) or whenever you control the puck.

Before each face off, the **Line Change** window will appear on the screen for a few seconds. Press the letter corresponding to the line you want on the ice.

If you don't press a button, the line next to the letter 'Y" will take (or remain on) the ice.

Unless a **Power Play** is beginning or ending, the line currently on the ice is listed next to the letter 'Y'.
(See **Power Play Lines** and **Penalty Killing** Lines for more information.)

To change lines during play:

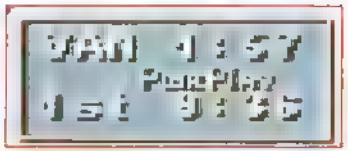
- Press and hold Select to bring up a window of the currently available lines and their fatigue bars.
- In the window, press **Y** to select line 'Y', **B** for 'B' and **A** for 'A'.

Scoring Lines and Checking Line

Sc1 starts every game. You can change to Sc2 or to the Chk line as soon as you have the puck or when a face off occurs.

The Chk line is your "big" line, generally slower but harder hitting and better on defense.

Power Play Lines



Whenever one team has at least one more player on the ice than the other team, that team has a Power Play. The Power Play Line (PP1, PP2) is the group of players that specialize in putting the puck in the net.

Penalty Killing Lines

The Penalty Killing Lines are made up of the best defensive players on the team.

SCOREBOARD MENU

The Scoreboard menu provides a wide range of choices available during play or between periods.

- Press **START** during play to bring up the Scoreboard menu.

INSTANT REPLAY

To see an instant replay,

- Press **START** to pause the game. The Options menu appears.
- Control Pad down to **Instant Replay**.
- Press **B**

The replay is automatically rewound as far as possible. A box appears showing VCR-style control instructions

- Press **B** to roll replay (normal speed)
- Press **B** to stop replay.
- Press and hold **X** to play replay (slow motion), release to stop
- Press A for fast foward.
- Use Control Pad to move the view around the ice.
- Press **Y** to rewind to the replay; release to stop. You will see the action in reverse at high speed
- Control Pad any direction until the cursor is over a player and his number and position are displayed to activate "Iso mode" In Iso mode, you can have the replay follow his actions throughout the replay, or move the cursor around the ice to see the positions of other players at the time of the replay.
- Press START again to return to the Game.

EDIT LINES

In ***NHL '95*** you can edit a team's lineup. When line changes are off, you can edit only Scoring Line 1 (this is the only line that's on the ice).

1. Press **START** before or during play to bring up the Scoreboard Menu
2. Highlight Edit Lines and press **B**
3. Use the Control Pad to highlight the player on the line you wish to remove
4. To select a highlighted player, press **B**. A list of substitutes eligible to play that position appears.

5. Highlight a player from the eligible substitutes list
6. Control Pad **left/right** to toggle through the various ratings categories to assess the qualifications of that player.
7. When you've decided which player you wish to substitute, press **B**
8. Repeat the process for each substitution you wish to make, then press **START.**

Change/Remove Goalies

Goalies do not tire, but if yours is not performing up to your standards, you can change goalies

- Press **START** to go to the Scoreboard menu
- Control Pad down to Change Goalie and press **B.**
- Control Pad to alternate goalie (or to None) and press **B.**
- Press **START** to resume play.

If you remove your goalie (leaving the net undefended) a forward is substituted in to give you an extra player up front for a better chance of scoring

Manual/Auto Goalie Control

Pressing B while this option is highlighted, will switch between Manual and Auto Goalie Control.

Auto Goalie
Auto goalie control lets you concentrate more on strategic checking and defense—good for beginners.

Manual Goalie
Manual goalie control is for more advanced players who are very skilled with defense and are ready for full control To get control of the goalie, hold **X** until an outlined star appears under him. You have control once the star appears.

- Control Pad **left/right** to choose direction.
- Press **Y** to dive
- Press **B** to poke check
- Press **A** to attempt a save

Time Out

Highlight TIME OUT and press **B.** Call a time out when you have the puck and want to rest your best line during a break in play. You are allowed only one time-out per game.

QUIT Game

Highlight QUIT GAME and press **B** Quit Game ends your current game and returns you to the Game Setup screen. NOTE. This option cancels all results, which means they go uncounted for season or for playoffs

Game Statistics

At any point during the game, you can take a look at the current game statistics.

- Press **START** to bring up the Scoreboard menu.
- Control Pad **left** to display the Stats menu.
- Highlight Game Stats and press **B** to bring up the Game Stats screen.

Each team's current game statistics appear beneath the team's name.

Score: Number of goals scored.
Shots: Number of shots taken on the goal.
Shooting Pct: The percentage of shots-on-goal that scored.
Breakaways: Scores on breakaways/number of breakaways.
One-Timers: Number of One-Timers that scored/number attempted.
Penalty Shots: Penalty shots scored/shots attempted.
Faceoffs: Number of face offs won.
Body Checks: Number of body checks delivered even after the whistle blows.
Attack Zone: Amount of time spent in the Attack Zone. (see p.15 for more on the Attack Zone.)
Passing: Number of passes successfully received/number of passes attempted.

Passing Pct: Percentage of passes successfully completed.

- Press **START** to exit the Game Stats screen.
- Press **START** again to return to the ice.

Period Statistics

You can check period statistics for either team at any time during play.

- Press **START** to bring up the Scoreboard menu.
- Control Pad **left** to display the Stats menu.
- Highlight Period Stats and press **B** to bring up the Period Statistics screen with Goal stats displayed.
- Press **B** to see the Shots stats for the period.
- Press **START** to return to the Scoreboard menu. Press START again to return to the ice.

Player Statistics

You can check individual players' game statistics for either team at any time during play.

- Press **START** to bring up the Scoreboard menu.
- Control Pad **left** to display the Stats menu.
- Highlight Player Stats and press **B** to bring up the Player Statistics screen.
- Press **Y** to bring up the stats for the opposing team.

There are two ways to look at the statistics—by player or by statistic. You may want to look at how well a particular player is doing in general.

- Control Pad **up/down** to find the player whose stats you wish to see (if that players is not among the first eleven shown).

G—Goals scored
A—Assists made
PT—Points earned (Goals + Assists)
SH—Shots on goal
PM—Penalties in minutes

Or you can rank the players in order of their performance in the various categories. For example, if you want to see which players have taken the most shots on the goal, select Shots. The player with the most shots on goal will appear at the top of the list, followed by the player with the second most shots on goal, and so on.

- Control Pad **left/right** to toggle through the different statistics categories.
- Press **START** to return to the Scoreboard menu.
- Press **START** again to return to the ice.

INFO

- Press **START** to bring up the Scoreboard menu
- Control Pad **left** to display the Info menu.

Team Roster

On the Team Roster screen:

- Control Pad **up/down** switches lines
- Control Pad **left/right** switches statistics
- **Y** switches teams

The area on the center of the screen indicates which Scoring Power Play and penalty lines each player is on. A player who is listed on both Penalty Killing lines is on the ice for one and the first player off the bench in the event of a delayed penalty for the other.

Score Summary

View a list of the game's top scorers.

Penalties

View a list of the game's penalties

Records

Up to seven player names (you and your friends) can be saved as Record Holders. **Be sure you have the User Records option in the Main menu set to ON if you want to save user records.**

User Records
This displays the standings of up to seven users. With three or more users, only this record is saved.

Record Goals
This lists the highest number of goals scored for up to seven users.
NOTE: YOU MUST WIN TO QUALIFY.

Record Saves
This lists the highest number of goalie saves for up to seven users.
NOTE: YOU MUST WIN TO QUALIFY.

SEASON PLAY

NOTE! DO NOT PRESS RESET ON THE SUPER NES WHILE THE GAME IS SAVING, OR WHILE AUTOPLAYING GAMES, EDITING LINES, TRADING, CREATING, SIGNING, OR RELEASING PLAYERS. IT MAY CAUSE ALL YOUR DATA TO BE ERASED.

Play any game on any schedule throughout the season, check out league leaders in all major categories, see team and player stats throughout the season, end the season at any point, or have the game auto-play games up until a given day.

- At the Game Setup screen, Control Pad left or right to SEASON, set up your options, and press START to take you to the league menu.

League Menu

To select an option from the League menu, Control Pad up/down to highlight item and press **B**.

Games Today

To jump into the season, select one of the games before continuing to the Season Options screen. This will let you select Play Games and immediately begin the season.

Play Games

Choose this option to begin playing the games you have indicated on the Games Today screen. You will play through each game in order, and will have an opportunity to return to the Season Options screen between games.

NHL Standings

Check out your team's position in the standings.

Games Today

Select which games you would like to play (as either team). You may select or de-select games with this option.

League Leaders

Find where your team and players rank among the NHL's best. Find the best teams overall, the best players, and the goalies with the best goals allowed average. Players must have played enough games to qualify through the season to appear on the charts.

NOTE: THE STATISTICS GENERATED BY SIMULATING GAMES ARE INTENDED AS GAME PLAY ELEMENTS AND ARE NOT INTENDED TO SIMULATE OR REPRESENT ACTUAL NHL PLAYER STATISTICS OR ABILITIES.

Team Stats

View a team by team listing of key stats.

Player Stats

View a team by team listing of key stats for each player.

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Customer Warranty
P.O. Box 7578
San Mateo, California 94403-7578

If you need to talk to someone about this product, call us at (415) 578-0316 Monday through Friday between 8:30 am and 4:30 pm, Pacific Time.